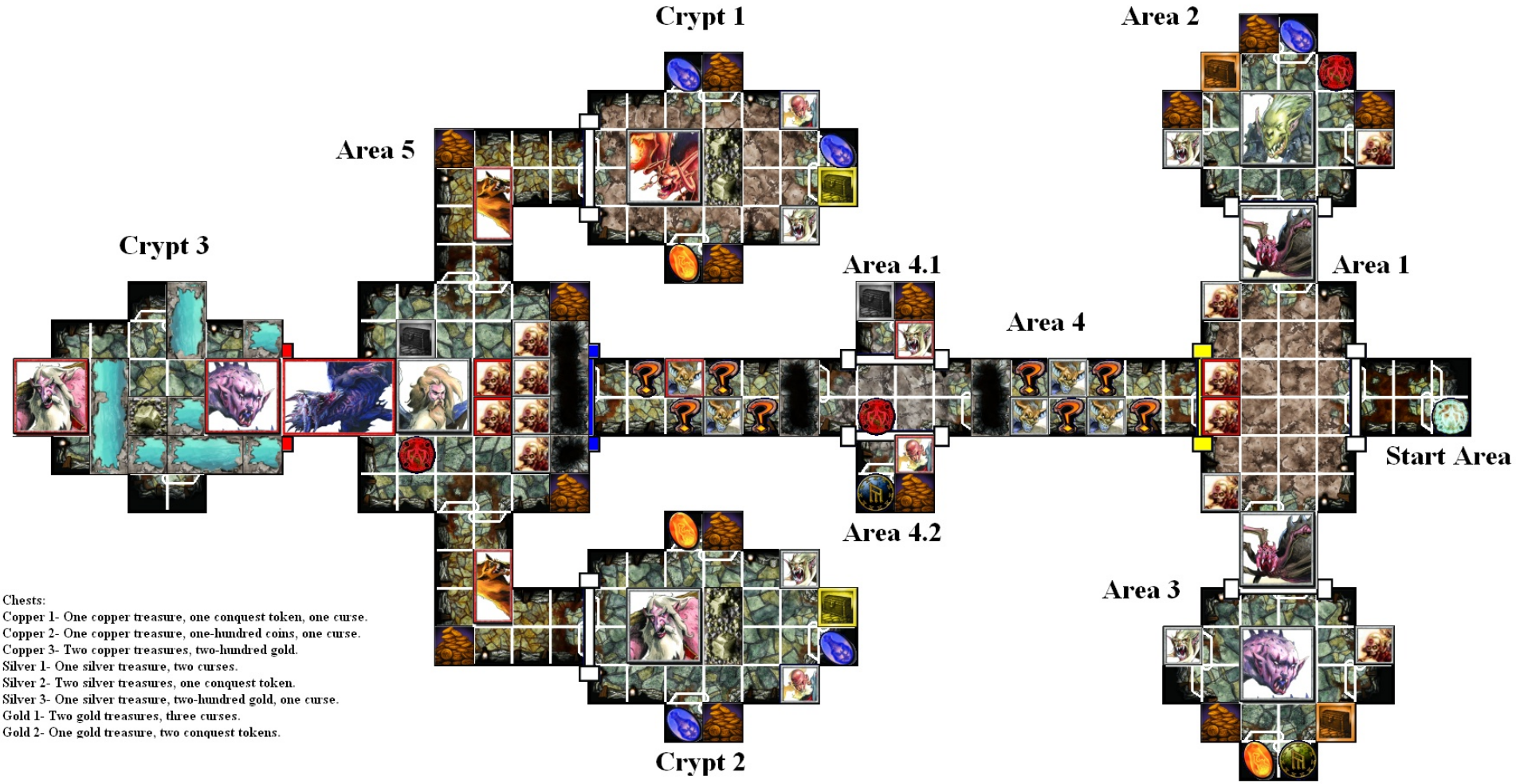

Chests:
Copper 1- One copper treasure, one conquest token, one curse.
Copper 2- One copper treasure, one-hundred coins, one curse.
Copper 3- Two copper treasures, two-hundred gold.
Silver 1- One silver treasure, two curses.
Silver 2- Two silver treasures, one conquest token.
Silver 3- One silver treasure, two-hundred gold, one curse.
Gold 1- Two gold treasures, three curses.
Gold 2- One gold treasure, two conquest tokens.

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Crypt Raiders

By Peter Cooper

Quest Background

You have never been wealthy, never had a great deal of gold set aside, never been called rich. You have, however, always been strong, stonger then most even. So, when you hear about a labrynth of crypts on the outskirts of town, you decide to take a chance disterbing the tombs in hope that you will find something valuable.

Quest Goals

Explore the crypts, slay their guardians, and bring back as much treasure as you can find. You start with 6 conquest tokens, if you ever run out, then the trip will have proven to be too risky and your party gives up.

Since this quest is all about treasure, the heroes do not recive conquest tokens by activating gliphs; instead, they recive one conquest token for each treasure catche they find, in addition to the reguler hundred gold.

Well of Darkness optional rules:
Area 4: After a hero as stepped on one of the fire traps in area 4, place a lave token in that space.
Crypt 1: Change the Demon's poison to leech. (The heroes take four fatigue when they enter instead of poison.)
Crypt 2: The Giant recives the daze ability.

Menace:
Spawn: 4
Trap: 2
Event: 4

Area 1

Glistening eyes glow in the darkness, you can hear the creak of bones and the scuttling of legs on stone.

Area 2

A giant ogre lurches forward at you, rumbling in its thick lanquage. Here and there you can make out a word or two, all having something to do with eating. You can see coins scattered over the floor, glittering in the torch light.

Area 3

A long snake uncoils as you enter the room. It hisses softly at you as it fanged mouth opens.

Area 4

A long hall streches out before you. A firy glow burns bright in the eyes of the hungry Razorwing flock.

Do not place any encounter markers in this area until a hero ends his move on one of them. Then place that encounter maker and leave it down to mark where there is a flame trap. Each flame trap may be used any number of times.
If a hero ends his move on a space with an encounter marker, read the following text and roll one power die.
On a power enhancment, the hero takes one burn token.
On a surge, the hero takes one wound and one burn token.
On a blank, the hero takes two wounds and two burn tokens.

A sprout of flame leaps up from the ground under you feet, crackling and shooting of sparks. As quickly as it came, it vanishes.

Area 4.1

A beastman snarls with rage and leaps out at you. Its yellowed fangs glisten with the red sheen of blood.

The master beastman may immediately make one attack.

Area 4.2

A dark, robed figure levels his staff at you. His face is hidden in shadow, but you can see his eyes glowing blue as he begins to chant.

The master sorcerer may immediately make one attack.

Area 5

A wide gulf cuts you off from a large room. A band of skeletons stand in the shadow of a great statue, bows at the ready. Behind the stature, you can see a door, glowing red with the light of a magical lock.

Do not place the dragon in this room.
The Manticore and the two Hell Hounds should be placed, but they can't be attacked, or activated by the overlord until they are brought to life.
When a hero moves adjacent to either the Manticore or one of the hell hounds, activate (move and attack with) that creature immediately and read the following text:

The statue springs to life with a howl, shaking off its stony hide.

Crypt 1

A wide, arched ceiling stretches up over you. The pale stone walls glow white with light from an unseen source. A marble tomb stands in the middle of the room. As you step forward, a demon materialized atop the gravestone, and, with a piercing shriek, it hurls a ball of green fire at you.

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The hero who opened the door and any hero standing next to him immediately receives three poison tokens.
The Demon in this room has five extra health and the poison ability.
When the demon is killed, give the hero who killed it five-hundred gold and read the following text:

> The demon crumbles away. Among its ashy remains, you find a bag of gold an a strange magical object. The thing appears to be broken, but it glows with a harsh red light.

Crypt 2

> The crypt is dark and cold. The black stone walls seem heavy and unsteady, they feel as if they are falling inward very slowly. A gigantic figure towers over you. Its stares at you with small, cold eyes as it stands from the granite gravestone in the center of the room. With a bellow of rage, it pounds it hammer on the ground.

The hero who opened the door and any hero standing next to him is immediately stunned.
The Giant in this room has five extra health.
When the Giant is killed, give the hero who killed it five-hundred gold and read the following text:

> The Giant collapses turns to rock and falls to pieces. Among the stony remains you find a bag of gold and a strange magical object. The thing appears to be broken, but it glows with a dull, throbbing red light.

Important:
When the heroes have killed both the Giant and the Demon, give them the red runekey, place the dragon in area 5, and read the following text.
(If anything thing has gotten in the way of the dragon, then the overlord may place it somewhere else in area 5)

> You hold up the two broken objects. With a hiss, they snap togather. A flash of blinding light fills the room. When it fades, you find a runekey resting in your hands. You hear a bellow from back down the hall.

Crypt 3

> You enter the final crypt. The floor is cracked and broken, but dark water fills the the holes. The tombstone has sunken into a great pool of water, but you can still see the inscription on the front of it. There is a picture of a bearded man with a snake winding about his shoulders. The names Oram and Syelth are engraved in the stone.
> From the murky depths, the sinuous form of a naga crawls up towards you, deeper in the cavern, you hear thudding footfalls coming towards you.

The Naga in this room is named Syelth. Syelth has ten extra health and two extra armor.
The Giant in this room is named Oram. Oram has twenty extra health, knockback, is immune to pierce, and treats water as pits for movement purposes.
Important: If the Giant knocks a hero back into a water space, then treat it as if the hero has fallen into a pit.
The heroes may not enter the water voluntarily, and they must get out as soon as possible.
If the heroes slay Oram and the Syelth, then read the following text:

> Both the giant and the snake lay dead in the water. Dark ripples flow outward from their still corpses as they slid slowly into the watery cracks. You breath a sigh of relife, and close the door on your way out.

Give the heros three extra conquest tokens. They have compleated their quest.

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